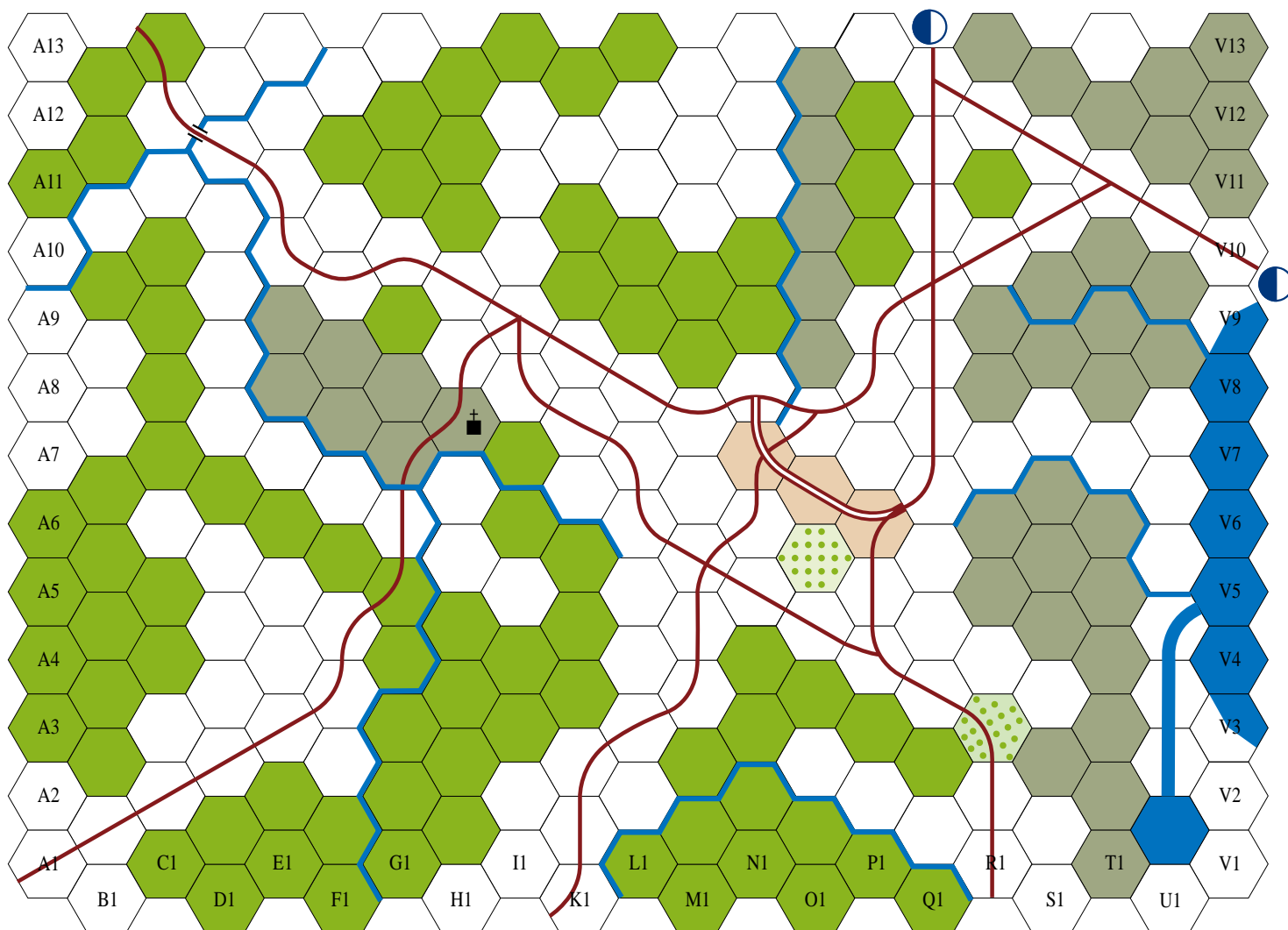











SHILOH 1862

(PITTSBURG LANDING, APRIL 6TH-7TH)



-  Orchard
-  Woods
-  Light woods on Gentle hill
-  River (impassable)
-  Stream (impassable)
-  Creek hexside
-  Major road
-  Sunken road

BATTLEFIELD:
Place terrain hexes as shown on the diagram above.

SPECIAL TERRAIN HEXES:
Light woods on gentle hill hexes are treated as “hill” (see Terrain effects table”).

Sunked road hexes:
Movement cost on road hexside: 1/2 MP.
Crossing Sunken road hex: 1 MP
Infantry e Cavalry have **-2 dice** modifier when attacking not from Sunken Road hexside.
Artillery may not firing from a Sunken Road.

SCENARIO SPECIAL RULE AND LENGHT:
Cavalry units may activate when you roll a “hat” die too.
The battle starts at 7.00 am and ends at 7.00 pm.

ACTIVATION DICE:
The CSA player rolls **5 dice**; the US player rolls **4 dice**.

STARTING PLAY:
(Copy and cut Corps / Divisions indicators and markers on the next page. They are used to indicate units under that command).
Place in a container all the “Corps/Divisions indicators” of the units on the map, and the two counters with an army flag.

VICTORY CONDITIONS (VC):
Confederate intent: to destroy the army of the Tennessee.
The CSA player wins immediately if he move on the “Q13” hex or occupies the “Pittsburg Landing” (V9 or V10).
At the end of 2nd day **each** player gains a number of VPs equal to the step value of the **eliminated** units.
The CSA player wins if he earns 10 VPs more than Federal player. With 9 or less VPs, the Confederate is defeat and must retire.

Shiloh: The 1st day

April 6th, 1862


 **h. 07 am**
UNION UNITS
ON MAP:

DIV.	Unit type	Tra	Hex	CF
TN 5° Sherman	Infantry	Cons	E8	3
	Infantry	Cons	G7	3
	Infantry	Vet	F8	3
	Infantry	Cons	S3	3
	Artillery	Vet	F8	2
	Cavalry	Vet	E9	2
TN 1° McClelland	Infantry	Vet	H9	3
	Infantry	Vet	I8	3
	Infantry	Vet	K8	3
	Artillery	Vet	H9	2
	Cavalry	Vet	I9	2
TN 6° Prentiss	Infantry	Con	L5	3
	Infantry	Con	M5	3
	Infantry	Con	N4	3
	Artillery	Vet	M5	2
	Cavalry	Vet	K6	2
TN 4° Hurlbut	Infantry	Vet	N6	3
	Infantry	Vet	O6	3
	Infantry	Con	N7	3
	Artillery	Vet	N6	2
	Cavalry	Vet	N7	2
TN 2° W.Wallace	Infantry	Vet	R5	5
	Infantry	Con	R6	3
	Infantry	Vet	S5	3
	Artillery	Vet	R5	2
	Cavalry	Vet	R6	2

 **h. 07 am**
CONFEDERATE UNITS
ON MAP:

Corp	Unit type	Tra	Hex	CF
I° POLK	Infantry	Vet	A1	4
	Infantry	Vet	A2	4
	Infantry	Cons	B1	4
	Infantry	Cons	B2	3
	Artillery	Vet	A1	2
	Cavalry	Eli	B1	3
	II° BRAGG	Infantry	Vet	C2
Infantry		Con	C3	3
Infantry		Con	D3	4
Infantry		Vet	D4	4
Infantry		Con	E3	4
Infantry		Con	F3	4
Artillery		Vet	C2	2
Cavalry		Eli	D4	3
III° HARDEE	Infantry	Con	E5	4
	Infantry	Vet	F4	4
	Infantry	Con	F5	3
	Artillery	Vet	F5	2
	Cavalry	Eli	E5	3

REINFORCEMENTS:

Corp	Unit type	Tra	Hex entry	CF
 h. 09 am:	RES. Infantry	Vet	A1	4
	BRECKIN. Infantry	Con	A1	4
	Infantry	Con	A1	4
	Artillery	Vet	A1	2
	Artillery	Vet	A1	2
	Cavalry	Eli	A1	3



h. 03 pm:
Roll 1d6. With 1-5 result, the 3° Division will arrive from Q13 hex.

If you roll a 6, the 3° Division will arrive at 06 pm. from H13 hex.

At start of 3rd or 6th turn, place the "3° Division Indicator" in the container with the others Corp/Division markers.

DIV.	Unit type	Tra	Hex entry	CF
TN 3° L.Wallace	Infantry	Con	Q/H13	3
	Infantry	Con	Q/H13	3
	Infantry	Vet	Q/H13	3
	Artillery	Vet	Q/H13	2
	Cavalry	Vet	Q/H13	2

h. 06 pm:

OH 4° Nelson	Infantry	Vet	V10	3
	Infantry	Vet	V9	3
	Infantry	Con	V10	3

Night: MPs x 2

OH 2° McCook	Infantry	Con	V10	3
	Infantry	Con	V9	3
	Infantry	Vet	V10	3
	Artillery	Vet	V9	2

h. 07 am: Second day


OH 5° Crittenden	Infantry	Vet	V10	3
	Infantry	Con	V9	3
	Artillery	Vet	V10	2

TABELS LEGEND:

TERRAIN EFFECTS:

LoS Line of Sight

MPs # of Movements points required to enter

 # of dice malus attacking this hex

SCENARIO

Cons Conscripts

Vet Veterans

Elite Elites

Hex Unit starting position

CF Unit Combat Factor (stand+chips)

